

Star Wars: Crawl Before You Walk

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Description

In the dusty town of Mos Shuuta, a group of fringers desperate to pay off their debts to Teemo the Hutt take on a salvage operation for an unlikely client: the Empire. They must deal with the elements and denizens of Tatooine's desert to recover important cargo from a crashed scout ship. This game is designed to introduce players to Fantasy Flight Games' Edge of the Empire Star Wars roleplaying game, though experienced players are also welcome. Players who enjoy this module might consider following it up with "Escape from Mos Shuuta" from the Edge of the Empire Beginners Box Set.

Crawl

Episode I: Crawl Before You Walk

It is a contentious time in the galaxy. The scattered REBEL ALLIANCE struggles to overthrow the GALACTIC EMPIRE. On the edges of this war, fringers do what they can just to get by. The unlucky find themselves mired in webs of obligation to unsavory crime lords. The desert world of TATOOINE hosts one such group. Seeking to pay off their debts to the reprehensible TEEMO THE HUTT, these desperate small-time players have taken a salvage job from an unlikely client....

<https://starwarsintrocreator.kassellabs.io/#!/BLkWwcaO1wnrWhBfI5lo/edit>

GM Background

This adventure takes place in and around Mos Shuuta on Tatooine. The main power in town is Teemo the Hutt, but there is also a small Imperial garrison housed in a warehouse. The Stormtrooper sergeant has received orders to recover a metal suitcase from a scout ship that TIE fighters shot down. He does not want to go out into the desert himself, and so advertises for some of the local lowlifes to do the job for him. Bereft of credits and obligated to Teemo, the PCs take the job of recovering the suitcase to pay down some of their debts and hopefully get out of this sand trap. The PCs may learn that Teemo is also interested in this item.

The Stormtrooper sergeant was not told by his superiors what is in the case. The metal suitcase, marked with the seal of ISB's Advanced Weapons Research, contains a vial of vaccine to counter an Imperial bio-weapon, as well as a sample of the disease itself and a datapad with the research on it. It was stolen by a group of Rebels, and the only surviving member of that team was piloting the scout ship. She ejected as the ship went down, and the PCs may encounter her at the crash site or shortly thereafter. Jawas reach the crash site before the PCs and take whatever seems of value to them, including the suitcase.

The close of the module is the PCs' decision on what to do with the suitcase once they have it. Do they give it to the Imperials for payment? Do they let the Rebel take it? Do they try to satisfy both parties? Do they offer it to Teemo to clear their debt?

Pre-generated Player Characters are included. In addition to the character sheets, there is a write-up of each PC's background and how they relate to the other PCs. Genesys-style motivations are provided to help players get a feel for the characters.

Encounter 1: Mos Shuuta

Opening

You are out in the dusty streets of Mos Shuuta at night, the only time the temperature ever approaches reasonable. You leave the cantina and its sounds of drunken revelry and rivalry behind you as you head home through the winding alleyways. During the day, the stalls would be active and the awnings would be up, but now, in the middle of the night, everything is still and quiet. Then you see above you a streak in the sky. At first, you think it is just a shooting star, but it is growing larger and brighter as it passes overhead. Curious, you scramble up onto the low roof of a nearby adobe hut to gain an unobscured view. Mos Shuuta is up on a mesa, surrounded by rolling seas of sand and you can clearly see the streak plummet to the northwest. There is a bright flash, and then it is extinguished completely.

You don't think much more of it until the next morning, when you see a poster advertising a substantial reward for the recovery of a metal suitcase from a wrecked scoutship. This is your chance, your chance to make enough money to get Teemo off your back. Or maybe even buy your way off this rock. You yank the poster off the wall and seek out your friends. This could work. This *will* work. This *has to* work.

The job is to recover a metal suitcase from the wrecked ship and return it to the warehouse that is the base of operations for the small Imperial contingent in town. The poster says to return the suitcase to the sergeant at the warehouse and be richly rewarded. It does not specify the size of the reward.

The bulletin boards where the job is posted have ads for the following businesses: Junk Shop, Dewback Stables, Offworld Traders. Other locations you know about are the cantina and the warehouse.

Introduction to Dice

PCs have a little time to gather information in town and secure transportation or other supplies before heading out. Suggested activities and rolls are provided below for several locations. Narratively, the PCs can work together on this, but encourage each PC to take responsibility for one interaction so that they all get some practice. Play out a little scene according to the results of the die roll, possibly allowing a follow-up roll for further interaction or an additional location if time allows. If PCs are working together, apply a boost die to the roll.

Some reasons to give them for why they should not dawdle in town:

- The day will only get hotter.
- Even if no one else from town is looking for the suitcase, desert dwellers might take it.
- A sandstorm might blow through, ruining their chances of finding the wreck.

Warehouse

- Sergeant Millin, white male human
- There are a couple squads of Stormtroopers.
- Warehouse also contains a recumbent AT-ST, partially assembled.
- PP Negotiation to settle on a payout. His starting point is 500 per person, and he only counts the PCs present when he offers the amount.
- PP Negotiation to make job offer exclusive
- PPP Negotiation to get an advance (100 credits)

Cantina

- Vik, red male Devaronian bartender at cantina, tending bar
- Shii-La, green female Twi'lek singer/dancer at cantina, having breakfast gruel at bar
- Manook and Grella, moisture farmers from that section of the desert, at a table
- If getting info from Vik, buying a drink for 10 credits garners a boost die to the check.
- PP Underworld to learn Teemo is also interested in the mysterious suitcase
- PP Charm to learn more about that region of desert from the farmers (Tusken raider warning)
- PP Negotiation to pay the moisture farmers for info

Junk Shop

- Vorn, grumpy old male human shopkeeper
- Shop is adjacent to a large junkyard, racks have disassembled droid and machine parts.
- R5-K3, clunky astromech who hates Vorn
- If PCs are mean to the droid, boost to the Negotiation. If they are nice to it, setback.
- PP Negotiation to rent a busted old landspeeder for 50 credits a day. He is willing to go down to 40.
- PPP Mechanics to get it working better than it currently does (fixing the Handling)

Dewback Stables

- Clarelle, short-tempered female human, loves her dewbacks
- If PCs seem confident with the animals and respectful of them, boost die. If they speak poorly of them, setback.
- PP Negotiation to rent dewback mounts, 15 credits per dewback (each can carry two PCs) including tack. She is willing to go down to 10.
- P Survival to interact with the dewbacks for some flavor.

Offworld Traders

- Bengara, red male Twi'lek
- Building is a stylized rocket ship, shelves have luxury offworld goods, generally everything you could want but can't afford, but also some practical items mixed in.
- Players could maybe pool resources to get something useful:
 - metal detector hand scanner - \$100, boost die to Perception searching for ship
 - synthskin - \$10, 1 use, med check w/o penalty (else diff+)
 - stimpak - \$25, 1 use, heals 5 wounds
- PPP Negotiation to buy item at cheap (Twi'leks naturally have high Presence).

Streets

- PP Streetwise to locate and remove the other posters around town to get rid of competition.

Junky Landspeeder EotE:251

- Silhouette: 2
- Speed: Usually 2, but this one has a clogged engine, so 1
- Handling: Usually 0, but this one has a bad stabilizer, so -1
- HT Thresh: 4 / SS Thresh: 5
- Blowing sand causes 1 setback die from the environment to Pilot Planetary checks.
- 1 Pilot, 3 Passenger
- Enc: 15 (can stuff extra PC in the trunk)

Dewbacks AaA:115

- Silhouette: 2
- Speed: 1
- Handling: -1 (1 setback)
- These ones are trained mounts, so there is boost die to checks to ride them.
- Dewbacks remove 1 setback from checks to traverse sand.
- Mount trained animal: one maneuver.
- Steer trained animal: one maneuver.
- Enc: 20 (two characters per Dewback is fine)

Encounter 2: Tatooine Wilderness

Travel

All PC checks take 1 setback die for the heat. (Twi'lek ignores this, as does Outdoorsman.)

Checks if riding dewbacks:

- Difficulty of riding checks is $\max(\text{ceil}(\text{silh}/2), \text{speed})$ and upgrades is $\min(\text{ceil}(\text{silh}/2), \text{speed})$
- Silhouette 2, Speed 1
- Dewbacks ignore the setback for soft, drifting sand. They have -1 handling, but are mounts.
- Rider: Rsb Survival to control the animal (one check per dewback)
 - Advantage: boost on Resilience check for rider (and passenger if enough)
 - Threat: Strain to rider (and passenger if enough)
 - Failure: Thrown from mount, PP Coordination check to avoid injury
 - Failure: wound per
 - Threat: strain per
- Passengers: PPs Perception or PP Vigilance to detect Tusken Raider ambush

Checks if driving landspeeder:

- Landspeeder takes 1 setback for harsh environment (blowing sand, heat)
- Silhouette 2, Speed 1
- Driver: Rss Pilot Planetary (driver)
 - Advantage: boost on Resilience check for pilot (and others if enough)
 - Threat: Strain to speeder, P Mechanics to repair
 - Failure: Lose one of the following, PP Mechanics to repair
 - brakes - can only stop by coasting or colliding
 - navigation - handling is now -3
 - propulsion - speed drops to 0
- Passengers: PPs Perception or PP Vigilance to detect Tusken Raider ambush

Either:

- PPs Resilience (individual) to handle long travel in the heat (incr diff if no vehicle)
 - Threats: strain
 - Failure: heat exhaustion PP Crit - Strain threshold decreased by 2 until treated
- PPs Survival (combined) for getting to the intended location
 - Threats: strain
 - Failure: will not meet Rebel until at Sandcrawler
 - Travel is taking a long time, the wind is pulling at you, the sun is beating down on you. Finally, after hours, with relief you watch the sun start to go down. Things will cool off now... but it will be dark.
 - CSI rolls will be harder because of wind and darkness

Riding animals (SoT:80)

- Use Survival instead of Piloting
- Encumbrance: $(5+Brawn)*2$. Riders have encumbrance $5+Brawn$
- Silhouette: Minimum is 2 to be a mount. If not noted in the description, it is 2.
- Speed: Max speed is $\text{ceiling}(Agil/2)$ unless Flyer, then Agil
- Handling: $Agil - (Silhouette+Will)$
- Levels of Trained Mount add boost dice.
- Any mount with the Flying ability has a maximum flight speed equal to their Agility, but a speed of 1 when on the ground. In addition, unless stated otherwise, flying mounts are not able to hover, and therefore must land if their speed is reduced to 0.
- Upgrade difficulty of all checks if don't have tack.
- Do not have own initiative slot.
- Mount trained animal: one maneuver (ignore if have appropriate Talent)
- Mount untrained animal: PP Survival
- Ride untrained animal, upgrade difficulty by beast's cunning. Failure means you fall off.
- In frightening circumstances, Fear check is opposed by rider's Survival not beast's Discipline (SoT:82)

Terrain issues for mounts/vehicles

- Difficulty of riding checks is $\max(\text{ceil}(\text{silh}/2), \text{speed})$ and upgrades is $\min(\text{ceil}(\text{silh}/2), \text{speed})$
- 1 setback: windy weather, scattered trees, dense undergrowth, rolling hills, sand dunes
- 2 setbacks: fast-flowing water over a meter deep; rocky, unstable terrain; thick forests; violent storms
- 3 setbacks: sheer cliff faces, deep swamps, very narrow canyon

Mounted Maneuvers

- Accelerate/Decelerate
- Fly/Ride (mandatory for non-hovering Flyer)

Mounted Actions

- Damage Control (Survival/Medicine, not Mechanics)
- Combat check using mount's natural weaponry (Survival)
- Trample talent: Push (Speed 1-, Silh 2+), PPP Survival, decrease diff for each silh target is smaller than beast

Introduction to Combat

Tusken Raiders (AaA:105) to learn combat. Some melee, some ranged. A rival and two groups of three minions. Note: This does not have to end in total defeat of one side. If the PCs can get to Extreme range (or maybe just Long Range), raiders will let them get away. Hunt leader will call off troops when down to just 2 minions.

Fear

- P Discipline on each PC's turn
- PP rider's Survival for each dewback

Features of this Environment

- Rock outcroppings like that mushroom valley place.
- Sand dunes with some rocky outcroppings, so cover is an option. (1 Ranged Defense)
- Once adjacent to it, could spend an action to climb a rocky outcropping, PP Athletics, and then get a boost to shoot opponents below, while they take a setback to shoot you.
- Sand is difficult terrain, double the movement cost. (Swift ignores this.)
- All checks suffer 1 setback due to the heat. (Outdoorsman/Twi'lek ignores this.)

Advantages for this Environment

- 1 - Recover 1 strain (feeling good about how this is going, stepped into a bit of shade, etc.)
- 1 - Set up next ally. Boost to next player, but narrate what you did to help.
- 2 - Hinder target. Setback to target, but narrate what you did to cause trouble.
- 2 - Set up any ally. Boost to any player, but narrate what you did to help.
- 2 - Free maneuver (if you've only done one).
- 3 - Dust devil. Wind whips up sand between you and your adversaries, granting you +1 Defense.
- 3 - Make target drop weapon. This will cost them a maneuver to get it back.
- T - Upgrade difficulty of next check for target.
- T - Upgrade next check for you or ally.
- T - Do something vital!

Threats for this Environment

- 1 - Suffer 1 strain (heat, loose footing, etc)
- 1 - Slip up. Lose benefit of a prior maneuver (like taking cover).
- 2 - Sun glare. Immediate free maneuver for an opponent while you are distracted.
- 2 - Over-extend. Boost to target's next check.
- 2 - Make an opening... for the other side. Setback to you or one of your allies.
- 3 - Unstable ground. Fall prone. This will cost you a maneuver to get back up.
- 4/D - Sand in the eyes. Increase difficulty of your next check.
- 4/D - Sinkhole renders you immobilized and prone. Escape with PPP Athletics by you or an engaged ally.
- D - Run out of ammo (ranged). Damage your weapon one level (melee).
- D - Upgrade difficulty of next check for you or ally.

Note: Aim/Called Shot can be used to disarm rather than do damage. It requires the Aim maneuver and adds 2 setbacks to the combat check (and no boost). Picking the weapon up is 1 maneuver. (Quick Draw

does not apply.) If in melee, could spend 1 maneuver to kick the weapon away, such that the opponent would need 2 maneuvers to get it back.

Tusken Raider Hunt Leader Rival (on Bantha)

Brawn 3 Melee 3, Resilience 2
Agil 3 Ranged Heavy 2
Int 2
Cun 2 Perception 1, Survival 3
Will 1 Vigilance 1
Pres 2 Cool 1
Soak: 3 Wound Thresh: 12 M/R Def: 1 (with gaffi) /0
Adversary 1
Feral Strength 1
Outdoorsman 1
Gaffi sticks (M) 5+1/3, Engaged, Defensive 1, Disorient 3
Slugthrower rifle (RH) 7/5, Medium, Cumbersome 2

Tusken Raider Minion Group (Size 3)

Brawn 3 Melee
Agil 2 Ranged Heavy
Int 2
Cun 2 Perception, Survival
Will 1
Pres 1
Soak: 3 Wound Thresh: 5 M/R Def: 1/0
Gaffi sticks (M) 5/3, Engaged, Defensive 1, Disorient 3

Bantha (AaA:112)

- Silhouette: 2
- Speed: 1
- Handling: -1 (1 setback)
- Trained Mount 1 (1 boost)
- Encumbrance: 30
- Soak: 10; Wound Thresh: 26, M/R Def: 0/0
- Horns (B) 10/5, Engaged, Disorient 10

End of first half. Award XP (10) and let them spend it to improve their character a bit.

Encounter 3: CSI

Investigate Crash Site

Survival vs Stealth for Rebel tracks

Survival P for sandcrawler tracks

Outer Rim to ID tracks as Jawa sandcrawler

Vigilance to stumble across TIE remains

Perception for finding wreckage

Mechanics to assess wreckage

- Some missing ship pieces were removed mechanically post-crash
- Some missing ship pieces were shot off
- Pilot seat and windscreen are gone, evidence of ejection

Gunnery to recognize scorch marks on wreckage as coming from TIE weaponry

Perception for searching wreckage, but won't find suitcase.

Socially Engage Pilot

the Bothan female Shia Sunfell.

Pick one PC to be the lead, and the rest will support. Each round, one roll for each side, modified by help from other PCs. Compromise after passing half strain.

- Coercion vs Discipline
- Deception vs Vigilance
- Charm vs Cool
- Leadership vs Discipline
- Negotiation vs Negotiation

She is injured, so Medicine check could smooth things over a bit if they treat her.

TODO: choose crits to go with her limp and her burns.

Find evidence of sandcrawler tracks nearby. Also, tracks of a limping person (the pilot). Clues indicate Jawas got there first. Track Jawas or pilot (or both). Social combat from Genesys with the pilot to overcome their suspicion. Can learn that they are a Rebel operative.

Encounter 4: Deal or No Deal

Get the suitcase

- Negotiate with Jawas for the macguffin (social combat to get lead Jawa to half-strain)
 - Could offer the landspeeder or services of some kind.
- Or try to sneak on the sandcrawler to steal it.
- Combat is a possible solution, but there are many Jawas and they are on their home ground.

Locate the item in the mess that is the sandcrawler. If the PCs win the social combat, they still need to find the item.

Decide what to do with the suitcase

- Once they have the macguffin, decide what to do with it. Help the pilot deliver it to the proper recipient? Or hand it over to Teemo? Or give it to the Imperials, and turn over the Rebel?

Sandcrawler labeled cutaway

Jawas AaA:92

Jawa Leader Rival

Brawn 1
Agil 3 Ranged Light 1
Int 3 Mechanics 2
Cun 3 Perception 2, Skulduggery 1, Survival 1
Will 2 Vigilance 1
Pres 2 Leadership 1, Negotiation 2
Soak: 2 Wound Thresh: 12 M/R Def: 0/0

Adversary 1

Hydrospanner (M) 1+1/4, Engaged, Inaccurate 1
Ionization blaster (RL) 10/5, Short, Disorient 5, Stun Damage [droid only]

Jawa Minion Group (Size 3)

Brawn 1
Agil 3 Ranged Light
Int 2 Mechanics
Cun 3 Perception, Skulduggery, Survival
Will 1
Pres 2
Soak: 2 Wound Thresh: 5 M/R Def: 0/0
Hydrospanner (M) 1+1/4, Engaged, Inaccurate 1
Ionization blaster (RL) 10/5, Short, Disorient 5, Stun Damage [droid only]

A variety of things could go wrong in the sandcrawler, based on the list of possible threats below. These could work for combat or for trying to find the suitcase with permission.

Sections of the sandcrawler have low ceilings and are cramped. There's also a smelter that could be dangerous and molten metal could get loose. Magnetic suction tubes are part of the vehicle.

- An exhaust vent belches out a plume of smoke. Affected characters must make an Average (PP) Resilience check to avoid any ill effects. Any generated threat deals equivalent Strain to the character from smoke inhalation. Failure adds a Setback die to the character's next check.
- Collapsing floor/walking surface: fall through the surface you're on or maybe it just swings loose. Hard (PPP) Coordination check to grab something or else take falling damage based on a short fall, modified by results of an Average Athletics/Coordination check when you hit the ground. (10 Wound - successes - soak, 10 strain - advantages).
- A previously secured catwalk suddenly breaks free of its cables and swings across the space. Affected characters must make an upgraded Hard (RPP) Athletics or Coordination check to avoid getting hit by it. Failure with Advantage means they are hit and suffer 5 wounds, but they catch onto the gantry. Failure with Despair means a Critical Injury. Failure with Threats means they are not only struck by the catwalk, but they are knocked from their feet. If it makes sense for the narrative, they can suffer a Short range fall with Setback dice on the Coordination check for every two Threats. (Reduce fall damage with Athletics/Coordination PP.)
- Oil patch. Moving through this area now counts as difficult terrain (double maneuver). Hard (PPP) Coordination check or physical actions taken here add a Setback die to the skill check and cost two strain.
- Reflected shot. A ricochet comes at the character. Suffer two strain or fall prone.
- Fall into/near melted ore waterfall. At start of turn, suffer 10 wound. Natural soak applies, but armor-related soak only applies for the first round of exposure.
- Steam-heating array. Get blast of hot steam. Resilience PPP. Wounds: 4+failures.
- Back up into/trigger a drill grinder.
- Back up into/trigger a laser cutter. Coordination PPP to avoid it. Wounds: 7+failures.
- Trigger an ore crusher. Athletics PPPP to stop it coming down or Coordination PPP to leap out in time.
- Transfer crane/Salvage crane/Magnet crane

Characters

Characters

Explorer/Scout

Colonist/Doctor

Smuggler/Scoundrel

Technician/Mechanic

Hired Gun/Mercenary Soldier

One of these is Force Sensitive (20 XP + 10 XP Sense + 5 Uncanny Reactions)

Droid, Human, Twi'lek, Rodian, Wookiee

All have obligation to Teemo.

All have a bond to another character.

All have a motivation pertinent to the adventure. (Use the four motivations from Genesys.)

One should have something that will incline them towards working with the Jawas. One could be sympathetic to the rebellion. Another might crave order.

Starting level characters with basic gear and few credits. Only 15 obligation each. 5 to Teemo and 10 to something unique.

Veero Chattza

Veero is a Rodian Explorer/Scout.

Desire: Belonging (wants to be liked, seeks community)

Fear: Isolation (does not want to die alone... hence the pet)

Strength: Witty (always ready with the right joke or the perfect insult)

Flaw: Anger (quick to resort to physical force to solve problems—the Rodian way)

Obligation: Responsibility (taking care of pet bogwing)

Freyyua doesn't understand animals, so I will teach them.

Bril doesn't understand my culture, and I will explain it to them.

Backstory: Veero is from Rodia, where there is a keen focus on hunting. However, on the first time out, the solitude of the hunt really got to Veero, who ended up befriending a little bogwing instead of killing it, just for the company. That bogwing has been with Veero ever since. Originally from a jungle planet, Veero came to Tatooine to explore a new environment and ended up working for Teemo the Hutt supporting smuggling jobs. That is how Veero knows the astromech scoundrel Remi and the human mercenary Anami. Veero is always trying to make friends, relying on a keen wit to keep people entertained. Some of Teemo's other workers don't seem to like Veero much, but Veero is working to change that. The Wookiee mechanic Freyyua seems put off by the bogwing, but if Freyyua just knew more about animals, they could be good friends. The Twi'lek doctor Bril has patched up Veero a number of times and seems to disapprove of Veero's use of physical force to solve problems. That is just because Bril doesn't understand what it means to be Rodian. Rodian culture is focused on hunting, and the world has a long history of violence. Veero needs to explain this, if they are ever to truly be friends.

Bril Feen

Bril is a Twi'lek Colonist/Doctor.

Desire: Money (wants to overcome poor background)

Fear: Nemesis (former owner, the Vicomte de Regalay)

Strength: Patient (knows the power of being calm and waiting for the right opportunity, and only then acting swiftly and decisively)

Flaw: Reckless (little regard for how their actions affect others)

Obligation: Favor (Manza Yoppers got Bril out of slavery and into med school)

R3-M1 may be a droid, but they are better than most organics I know.

Freyyua doesn't trust me, and this needs to change.

Backstory: Bril was born on Ryloth, and like many lower caste Twi'leks, personally experienced the degradation of slavery as a child. Only through the intervention of a doctor on the staff of Bril's owner, the Vicomte de Regalay, was Bril able to escape from that life. Manza Yoppers saw potential in Bril and helped Bril not only get away from the estate but also attend medical school. Initially, Bril thought this career would bring all the money needed to become a member of the upper crust. However, to keep out of de Regalay's clutches, Bril has had to leave Ryloth. Bril could only make it as far as nearby Tatooine, another dry desert. Unfortunately payment there is often in kind, rather than in credits. Most recently, Bril has been in Mos Shuuta, treating the injuries of the slagworkers and Teemo the Hutt's gladiators. Teemo seems to own everything in this town, and though not actually a slave, Bril finds that freedom of choice is a mere illusion while under the Hutt's thumb. Seeking to get out, Bril has looked for allies among those indebted to Teemo. A spunky droid named Remi has potential for working up a plan and hangs out with a human mercenary named Amani and a Rodian scout named Veero. The latter seems to always be getting into fights. If they are going to get off this world in a functional ship, though, they will need the help of a mechanic. Bril has tried to approach Freyyua, who maintains Teemo's ships, but the Wookiee so far seems suspicious of Bril's motives. Fortunately, Bril can be patient. The best things come to those who wait... and then seize the opportunity when it arises, no matter the cost.

R3-M1

R3-M1 (Remi) is an Astromech Droid Smuggler/Scoundrel.

Desire: Knowledge (of all star systems)

Fear: Poverty (wealth brings the security needed to remain an independent droid)

Strength: Adaptable (always rise to a challenge, remains flexible no matter what life brings)

Flaw: Compulsion (obsessed with acquiring astrogation information)

Obligation: Addiction (astrogation chart collector/junkie)

Anami was once my rival, but we reconciled.

Veero helped me make some contacts, so I owe them.

Backstory: R3-M1, known as Remi, has been around for a long time. Originally an astromech droid during the Clone Wars, Remi later served the same function aboard a number of ships, many run by smugglers. The last organic crew Remi served all died when their ship suffered severe damage on a re-entry from hyperspace that dropped them into an asteroid field. The ship itself had been poorly maintained and was ill-outfitted for repairs. Remi was left alone and unmaintained for the years it took to painstakingly fix the ship enough to get back to civilization on the slow back-up hyperdrive. All those years without a memory wipe left Remi with quirks and personality aplenty, as well as an almost pathological obsession with accurate astrogation information. It has been hard for Remi to operate as an independent sentient, given the general assumption of most people that droids are just tools. When Remi did find a job, it pitted the droid against a rival smuggling gang that included a human mercenary named Anami. That whole affair did not turn out well, and only Remi and Anami made it out of the Imperial sting that caught up the others. Anami seemed to take a liking to Remi, and they hid out together on Tatooine. There, they met the Rodian Veero, who provided some useful job contacts. It has brought in credits, but unfortunately, the smuggling jobs were for Teemo the Hutt, a crime lord that Remi dislikes because of the opulent wastefulness of the Mos Shuuta palace. But Teemo owns ships, and Remi does not... yet.

Freyyua

Freyyua is a Wookiee Technician/Mechanic

Desire: Expertise (become best mechanic possible)

Fear: Obscurity (wants expertise to be wide-known)

Strength: Independent (when all else fails, can count on self)

Flaw: Timid (does not want to be viewed as the "typical" raging Wookiee)

Obligation: Duty-bound (Tatooine Technicians Local #9939 Union)

Veero left me in a pinch, and they owe me.

Anami respects technology, so I will respect them.

Background: Freyyua is quite old and has always managed to get by, even as friends and allies have come and gone over the years. The galaxy has changed a lot over that time, but a good mechanic is always needed. For the past ten years, Freyyua has been working in the garage of Teemo the Hutt as a licensed mechanic with the local union. Freyyua seeks to master all technical challenges and is wasting away in this sandy hanger, worried that this dead-end job will lead nowhere. Understanding the importance of well-maintained tech, the human mercenary Anami makes a good sounding board for these concerns. Recently, the Twi'lek doctor Brill has approached Freyyua about getting out from under Teemo, but such talk makes Freyyua nervous. Keeping your head down is the best way to get by in this crazy galaxy, and such thinking has kept Freyyua alive for hundreds of years. Last time Freyyua trusted someone in a risky matter, the Rodian explorer Veero, Freyyua ended up almost being trampled by a bantha. One must be careful when deciding to make a move.

Anami Grandan

Anami is a Force Sensitive human Hired Gun/Mercenary Soldier.

Desire: Justice (righting the wrongs of the galaxy)

Fear: Death (you only get one chance)

Strength: Spiritual (the Force binds us all)

Flaw: Pride (I know I am special)

Obligation: Bounty (Force-user)

Bril has been through hardships that would break me. They can stand against the darkness I see looming over the galaxy.

R3-M1 does not understand organics, so I will teach them.

Background: Anami is originally from Ord Mantell and did cage fights in bars when younger, then joined a smuggling ring based out of that planet. Although the group did many types of jobs, getting resources past the Imperials was Anami's favorite kind, as it allowed a chance to help out people who were dealing with unjust embargoes. On one of these jobs, Anami's crew was competing with another to deliver the goods, and the Empire lay an ambush for them. Only Anami and an astromech droid from the other crew, called Remi, escaped. They fled to Tatooine, as Anami keenly felt the need to lay low. Anami perceives things differently from many others, tapping into a universal power called the Force that heightens awareness and gives Anami insight into the feelings of other people. This makes Anami a target, as such powers are illegal in the Empire. Lately, Anami has been doing jobs for Teemo the Hutt as a way to just get by, but it is not very satisfying. It does give Anami the opportunity to help Remi understand people better, as there are many interesting sorts in Teemo's employ. Particularly of interest to Anami is the Twi'lek doctor Bril, who has had a rough life but remains so resilient. Anami finds this admirable. Although unable to afford any vibro weaponry currently, Anami hopes to acquire some eventually, and often talks with the Wookiee mechanic Freyyua about their specifications and the maintenance they would require.

Play-throughs

Attempt 1

R3-M1, Veero, Freyyua, Anami

4 players over Roll20 (split across two 3-hour sessions), all experienced with tabletop roleplaying games. None had played FFG SWRPG. One had played a one-shot using Genesys.

5.5 hours in all

Mos Shuuta

They were allowed to go to five places. When they inquired about why there was a time limit for heading out, I pointed out that the elements or desert dwellers might ruin their chance of finding the crash, even if no one else from town was searching for it. And they should try to get going before the heat of the day got too bad.

Streets

Everyone ran around town pulling down the remaining job ads. Success with advantage meant that of the ten bulletin boards in town, the six they hadn't already pulled the ad off of still had posters, and they pulled all those down. Thus, they are the only ones with the ads, and no one else will see the ads. (Streetwise PP)

Warehouse

Remi and Freyyua went to the warehouse to speak with the gruff Sergeant Millin. They asked about the payout, and he said 500 per worker, so that was just the two of them, right? Remi claimed they had a group of six, and Freyyua backed this up listing all the different components of the job, implying that many people would be needed to see to it all. Success with advantage meant he agreed to a total payout and gave them 100 credits as an advance to smooth the way. (Deception RP)

Notes: Millin was gruff and talked down to them, especially that a droid would be at all useful trundling across the desert. And Millin himself sure as heck wouldn't want to go out there. They got the impression he is not happy with his backwater posting.

Cantina

Veero and Anami considered going to Starport Control but decided instead to go to the cantina. They bought 10 credits of drinks which got them a boost die on their interaction with Vik, the bartender. Since it was morning, the cantina wasn't too busy. Shii'La, the singer/dancer, was at the bar having a bowl of porridge, and a few moisture farmers were at a table having breakfast. The players only interacted with Vik, though. Success meant he told them that he heard Teemo was also interested in whatever was on that ship. (Underworld PP)

Notes: Vik had a pretty bad Russian/Eastern European accent, but was congenial enough with these cantina regulars.

Junk Shop

Freyyua, with Remi's help, negotiated with Vorn for the junked out old landspeeder. Success and advantage got the price down from 100 to 95, and the R5 unit snuck a hydrospanner to Freyyua, saying, "You'll need this." They gave Vorn the impression that they were going to melt it down for scrap. Anami found a bunch of severely damaged vibro-weapons, but was not willing to fork over any cash for them. She put one on layaway, intending to buy it later with proceeds from the job and have Freyyua fix it up. (Negotiate PP)

Freyyua fixed up the landspeeder so that it could be serviceable for the day. Success with lots of advantages, a Triumph, and a Despair. I gave a list of choices for augmentations, and let them choose two. The options: Another bank of seats, so that they could fit all four PCs and still have the trunk to be able to transport extra encumbrance (otherwise, two PCs were filling up the trunk); a good stabilizer, to remove the handling penalty; a scanner attachment (either life signs or metal). They chose the stabilizer and the metal detector. (Mechanics PPP)

Notes: When they entered the shop, Vorn was berating his restraining-bolted R5 unit, telling it to put things on the top shelf where they belong, isn't that why you have rocket boosters?! The poorly maintained R5 unit tried to take off, but could only get a few inches off the ground. It grumbled and then stuffed the parts on the bottom shelf.

Offworld Traders

Veero stopped in this store hoping there might be some medical supplies. Bengara tried to get him to buy a carpet, but ultimately settled for discussing some medical equipment that had come in on a recent delivery. Success and advantage got a free synthskin thrown in with the purchase of two stim shots. (Negotiate RP)

Notes: French accent for the Twi'lek. Shop has lots of luxury goods, things that make you wonder who in town could possibly be his customers... and then you remember what Teemo's palace looks like.

Wilderness

Travel

Veero - Pilot Planetary R

Success with threat caused strain to landspeeder. This had a Triumph, so I let them notice something half-buried in the sand, which they stopped to investigate.

Freyyua - Mechanics P

Fixed up the landspeeder's strain.

Remi and Anami - Perception PP

Remi succeeded, Anami failed. This meant that Remi would use Cool when the ambush happened.

Everyone rolled Resilience. Anami got rid of the heat penalty entirely, but everyone else ended up with the Heat Exhaustion crit. The group Survival check to locate the crash site was successful with Triumph, so they'll get to the crash site quickly and meet the Rebel there.

They stopped the landspeeder to investigate something, which turned out to be the wing of a TIE fighter, half-buried in the sand. Veero examined it and since there was no scoring from the wind and

sand, concluded it was recent. Remi tried to dig further down, in search of Astrogation charts in the main body of the TIE. Anami stayed in the landspeeder, trying unsuccessfully to sense if anyone else was around with the Force. Freyyua stayed in the landspeeder, polishing it. This is when the ambush happened.

Ambush

Rival with rifle at medium range, mounted on bantha.

Size 3 minion group with rifles at medium range, atop a rock column.

Size 3 minion group with gaffi sticks at medium range, mounted on bantha.

Remi and Veero medium range from landspeeder.

The leader shot Veero, who took cover behind some rocks on the ground. Remi tried to shoot back, but his blaster jammed after a few shots. Anami got a grenade ready to throw at the leader's bantha. The ranged minions shot Anami. The melee minion bantha charged up to the landspeeder. Freyyua punched it with shock gloves. Realizing that this fight was way too much for four beginning PCs, I allowed that the banthas might be frightened by what was going on. I made the melee minion riders make a Survival check to control their bantha's fear of the shock gloves, and they failed, so it started charging away. Anami ran closer to the leader's bantha and threw the grenade. It missed with advantage, so I said it went off with a loud noise that startled the bantha and required a coordination check from the leader to remain mounted. He failed with advantage, falling off on the opposite side of the bantha so he had cover. Freyyua was roaring with Wookiee rage (having the Heat Exhaustion critical injury turned out to be useful), and Remi claimed that they had aerial support on the way. I allowed a Deception PPP check for that, and since it succeeded, I had the Tusken raiders withdraw, even though they had not been hurt yet. Their mounts were too much out of control to press the attack further. We had done two rounds of combat, and that was enough to give them a feel for it, especially considering how much damage the rifle shots had caused.

End of first session. Half hour of character sheet selection and explanation, one hour of town, one hour of wilderness, and half hour of combat. Awarded 10 XP.

Entr'acte

Level Up

Freyyua - 1 rank Medicine

Remi - 1 rank Negotiate

Anami - Quickdraw

Veero - 1 rank Pilot Space, 1 rank Cool

Obligation

Freyyua - Technicians Guild

Crash Site

Investigation

At the site of the crashed Headhunter, Remi descended into the crater to raid the cockpit for Astrogation charts (PPP Computers). Freyyua stayed at the landspeeder, checking it over one last time (PP Mechanics), and then decided to see what he could pull from the wrecked scout ship that could help with the inevitable repairs the landspeeder would require. Meanwhile, Veero looked for tracks of other vessels (P Survival) and Anami set up a perimeter, looking for signs of trouble (RPP Vigilance). She notices someone approaching in the distance, but gets sucked down into a sinkhole.

Veero makes a Xenology (PP) check to identify the vehicle tracks as coming from a Jawa sandcrawler. Anami makes an Athletics (PPP) check to extract herself from the sinkhole. Remi does Astrogation (PP) to assess the quality of the charts he pulled off the computer, while Freyyua comes on down and assesses what he can remove from the crashed ship to make repairs or sell, Mechanics (PP).

Veero stands at the top of the crater, looking down at the shipwreck and assessing it with Pilot Space (PP). He reaches the conclusion it was shot down by TIE fighters. He calls down to Freyyua and Remi, asking if they have found the suitcase yet. Freyyua and Remi guiltily realize they have been neglecting their actual reason for being here. They look for the suitcase amid the wreckage, Perception PP. They can't find it, but they realize the pilot must have ejected, and they find evidence that pieces of the wreckage have been removed. Anami, meanwhile, is trying to hide from the approaching person, Stealth RP

Anami hissing at Veero to hide, issuing orders with Leadership. Veero ducks down into the crater but is spotted by the injured Bothan, who is limping towards him. Her blaster is out and in her hand, but held down aside her leg. Remi sees something must be going on up there and begins stealthily approaching the top of the crater. Freyyua looks around to figure out what is happening, and a triumphantly convenient reflection off a piece of ship indicates that the Bothan has a medical kit slung over her shoulder.

Social Combat

Shia Sunfell asks Veero why he is looking for the suitcase. He asks why she has her gun out (Charm). She gets a Despair on her next roll, which makes her reveal that she's working with the Rebellion to deliver the suitcase. Remi comes bustling up and says that the party is also doing that (Deception). Anami looms nearby. Now believing they are also Rebels, Dr. Sunfell starts issuing orders (Leadership) for them all to go catch up with the sandcrawler together to get it back. They try to convince her to let them do it, since she is wounded. Freyyua treats her burns and then gives her some avabush, as well as a sedative shot. They stick her in the trunk of their landspeeder and head off following the sandcrawler tracks.

Sandcrawler

They come up on the sandcrawler, and their landspeeder gives out from being overburdened. Freyyua uses some parts scavenged from the headhunter to get it moving again. They discuss how to approach the situation and decide to just out-right try to buy the suitcase, but hopefully in a way that does not indicate its importance to them, by saying that they are interested in things from the crash, but not specifically what. Freyyua gets some advice from Veero on Jawas (PP Xenology) and then establishes rapport with the Jawas by fixing up something for them (PP Mechanics). The party tries to get the Jawas

to show them what is in the suitcase, and that tips their hand that it really is important. But Freyyua gets to look inside and finds the vials of plague and antidote, as well as quickly reads through a datapad on the research. Everyone else sees the Imperial seals and that vials are labeled lethal and antidote. The Jawas are tough negotiators (RP Negotiation) and end up demanding the landspeeder as payment (though they agree to give the party a lift back to Mos Shuuta in their sandcrawler). After much discussion, the party decides to give the suitcase back to the Rebellion but only in exchange for getting them off Tatooine (running away from their debts to Teemo). At this point, they realize they don't even know the doctor's name.

Attempt 2

R3-M1, Veero, Anami

3 players at a table, 2 experienced with tabletop roleplaying games.

None had played FFG SWRPG or Genesys.

4 hours in all

Mos Shuuta

They were invited to each do an activity in town to prep for heading out, whether that be focusing on information, supplies, transportation, etc. With only three players, there was enough time for a second round of this.

Cantina

Remi immediately was keen to spread disinformation about where the crash happened in case anyone else was going to head out looking for it. He and Anami went to the cantina to accomplish this. Remi sidled up to the bar, raised himself a bit on his legs, and started loudly blabbing away about how that crash site southeast of town could be worth a lot to someone. The bartender took it in, but Remi suffered some strain, as he got the feeling the dancer eating gruel next to him knew he was full of it. (Deception PP)

Anami reached out with the Force to try to discern how the moisture farmers felt about what they were hearing. They were nervous and scared. He heard them commenting on how city folk would be crazy to go out into the desert, what with the Tusken Raiders about. Anami engaged them in conversation, asking them about areas northwest of town, and learned some useful landmarks to help them head toward the actual crash location. (Charm PP)

Junk Shop

Veero entered the junk shop to the scene of Vorn berating his restraining-bolted R5 unit. Veero inquired about available vehicles, dissing the R5 unit to gain some rapport with the shopkeeper. Vorn took Veero out into the junkyard and showed her a run-down, sand-scored landspeeder barely in one piece. He wanted 50 credits per day to rent it out. Veero tried to talk him down or work out a payment plan, but was unsuccessful. Knowing that dewbacks are a lot cheaper, she decided to try her luck at the stables. (Negotiate PP)

Warehouse

Upon leaving the junk shop, Veero ran into Remi and Anami, and reported that things were too expensive there. They realized they should probably find more information about how much the job was

paying so that they would know how much of their funds to invest in getting it done. Remi headed off the warehouse with Anami. The astromech rolled up to the Stormtrooper sergeant and gave him a little prod, waving the job poster around and demanding to know how much it would pay. The sergeant turned around and started to talk down to the droid, but then noticed the much more imposing-looking human. He agreed to payout 500 credits per person, so 1000 credits for the complete job. They accepted that offer. (Negotiate PP)

Dewback Stables

Clarelle was feeding dewbacks when Veero approached, and the Rodian took time to compliment her on the fine animals, thus establishing some good rapport. A successful negotiation got the price down to 10 credits per day per dewback, one day payment upfront (Negotiation PP). There was a Despair, though, so one of the dewbacks tried to bite Veero. Veero asked if there were any nicer dewbacks, and Clarelle took some offense at that, saying Nancy was as good a beast as any. So Veero attempted to interact with Nancy in a friendly fashion and determined that it was actually Bowie the Bogwing that Nancy didn't like (Survival PP). With that in mind, Veero took Nancy and Josie for their mounts but set the bogwing on Josie.

Wilderness

Travel

Veero Survival Rsb - success and pointers to Anami

Anami Survival Rsb - success and suggestions to Remi on where to look

Remi Perception PPs - failure with Despair

Resilience checks - Remi suffers the Heat Exhaustion crit

Group Survival - Success with advantages, so Veero is allowed to try to make a Mechanics check to fix Remi as they ride along together on Nancy. That removes the crit.

Ambush

Rival with rifle at medium range, mounted on bantha.

Size 3 minion group with gaffi sticks at short range, charging down dunes on foot.

Anami and Bowie on one dewback, Remi and Veero on the other.

Due to the Despair on Remi's Perception check, the leader takes a shot at Remi with the rifle before any initiative is rolled. Then Tusken Raiders roll Cool and PCs roll Vigilance. Anami charges Josie forward, drawing a grenade and lobbing it at the leader. It is a Triumphant failure, so I allow that the bantha is startled by the loud noise and the leader tries to retain his seat. He falls off but advantageously lands on the opposite side, where he gains cover from the large animal. His minions charge up to Anami, whacking with gaffi sticks. Remi and Veero both take shots at the leader and move Nancy closer to Josie so Veero can grab her reins, which Anami has dropped. Scorched, the leader shoots back, hitting Veero, and clammers back up onto his mount.

Anami clubs back at the Tusken raiders, who have moved to smash in Veero's head. A blaster shot knocks the rifle from the leader's hands, but he is able to slide down and get it back. Remi wonders aloud if the minions will back off if the leader goes down. Veero makes a PP Xenology check, and judges that is likely. The clubbing and shooting continues. The leader has just gotten back in the saddle when a final blaster bolt knocks him to the ground unconscious. Anami yells coercively at the remaining raiders,

and they turn to squabbling among themselves about who should be in charge now, and fighting over who gets the rifle. The party lets them drag off the leader. Veero tries to befriend the bantha, but it just plods off, finding a patch of rough grass to chew on. And so they continue on to the crash site upon their dewbacks.

End of first half. One hour to select characters and do the town. One and a quarter hours for the wilderness and combat. Awarded 10 XP, 15 minutes spent deciding how to spend it and asking a few system questions.

Entr'acte

Level Up

Remi - 1 rank Ranged Light

Anami - Control Upgrade: Commit Force die to upgrade incoming attack

Veero - Let's Ride

Obligation

Anami - Imperial bounty on Force Sensitives

Crash Site

Investigation

Anami patrols around the top of the crater (Vigilance PP) and is stressed out to find a piece of TIE fighter wing. Down in the crater, Remi assess the wrecked Headhunter (Pilot Space PP). He's not sure what made it crash, but the canopy and seat are gone, so the pilot definitely ejected. Veero looks for tracks to determine if anyone else has been there (Survival RPP). She does not find any in the crater. It looks like too much wind has blown the sand around. However, she notices giant tread marks at the lip of the crater and voices her belief that Jawas have already been here.

Remi and Veero then turn their attention to searching the wreck for the metal suitcase (Perception PP). They can't find it, and it looks like parts of the ship have been cut open. Then leads them to conclude that the Jawas have already taken whatever they could from the wreck. Above, an anxious Anami looks around for more evidence of an Imperial presence (Perception PP). He finds more of the TIE fighter, the cockpit part, complete with dead pilot. There are also some tracks here, indicating that someone else checked this TIE fighter. After some discussion, the group decides to follow the sandcrawler tracks, as they do not seem to be too old.

Social Combat

Before long, they see someone in the distance, also following the tracks. A Despair on Remi's Perception check cause this person to notice the sun glinting off his chassis. She turns and heads towards them. Veero, who is quite injured from the Tusken Raider fight, sees that the limping Bothan has a medical kit slung over her shoulder. She slides down off Nancy and calls out to the Bothan, asking for some help (Charm). The Bothan suggests that they can help each other out, since the dewbacks are going the direction she was headed. She would like a lift in exchange for the medical treatment (Negotiation). While Anami keeps a watchful eye on everything, Remi takes over the negotiations, saying

that it is too dangerous to just pick up any old stray in the Tatooine sands. He wants to know what she was doing at the crash site. After a little back and forth, they learn that the Rebellion wants the suitcase, but she refuses to tell them what is inside, just that it is crucial for the Rebellion. Remi asks how they can trust her medical treatments, given the state of the TIE fighter pilot they found. That really hits home her self-identity of being a really good doctor and her fear of losing patients. She does not have credits to pay them, but she also has no problem with them taking the suitcase if they let her have the contents. She treats the organics' injuries, but Remi does not let her patch him up. He does not want her in a position to say that he owes her anything. She mounts up behind Anami and they continue on to the sandcrawler.

Sandcrawler

The Jawas are parked with some wares out. A landspeeder of moisture farmers is puttering off in the distance. Veero and Anami decide they will separately sneak into the sandcrawler to look for the suitcase. Remi rolls down around the front, Dr. Sunfell with him, and starts chatting up the Jawas, using Deception to keep them occupied. Anami fails the Stealth roll but with advantage, so the Jawas that encounter him think he is just another customer. He decides to start asking them about material from the wrecked ship, making Negotiation checks. Inside the sandcrawler, Veero gets stuck in the cramped space and tries to squeeze through, bringing a set of shelving down towards her, but she catches it in time and rights it before anyone notices. She does not find the suitcase, but she does see a datapad tossed off on the side with some glass vials. It looks like the Jawas didn't care about those things. The datapad has an ISB seal and the vials are marked with icons that suggest death and life. Veero snags those things and then ducks down. A Jawa comes over to that area and grabs a metal suitcase out from under a table. It is open and contains foam with cut-outs in the shape of what it once held. The Jawa drags it out and presents it to Anami, saying it was from the crash. Meanwhile, Remi and Dr. Sunfell, having heard Anami in a loud back-and-forth with Jawas, round the corner of the sandcrawler. Remi sees Veero signaling with a thumbs-up from inside. They continue to argue back and forth to make a distraction for Veero to sneak out, but the Jawas get upset that it seems no one really wants to buy anything. Then one of them notices Veero at the edge of the sandcrawler. They think she is on the way in and get really mad. Remi and Dr. Sunfell make a run for it. Anami shoves a Jawa and grabs the empty suitcase, then takes off running. A Jawa tries to give chase, but the others talk him out of it. They pack up their sandcrawler and move on.

After some discussion, the party decides to fill the suitcase with vials of colored liquid and some other datapad, letting Dr. Sunfell take the actual materials. They figure the Stormtrooper sergeant may not even know what was supposed to be in the case. However, they tell Dr. Sunfell they want to leave the planet with her. She agrees to these terms. Remi tries to forge the ISB seal on a junk datapad. It doesn't look that great, but he says what has become his catch-phrase over the course of the adventure: "It'll be fiiiiiiiiine."